EBLL BASEBALL

MAJOR DIVISION GROUND RULES

A. GENERAL

1. Everyone is required to conduct themselves in a manner that sets a good example for the players. GOOD SPORTSMANSHIP IS A MUST (at practice and games).
2. Both teams are responsible for preparing the field (grooming/lining) prior to games.
3. Each team to provide one new game baseball to umpire prior to start of game.
4. Home team is responsible for putting away all bases & field equipment, as well as reporting the final scores to the Division Rep.
5. Both teams should leave the dugouts clean of water bottles and general rubbish. Please transfer full trash bins to Church St. dumpster whenever possible.
6. Make-up games to be scheduled through the Player Agent and Division Rep
7. No more than 4 adult coaches on the bench/dugout at one time.
8. No inning is to start after 8:00PM on non-lighted fields or 9:45PM on lighted fields. 8:00PM or later scheduled start times are limited to Fridays or Saturdays.
9. No coach or player is to argue with ANY umpire decision.
10. No throwing of equipment. This is not tolerated & may result in removal from game (player or coaches).
11. Players and parents should be directed to review the EBLL “Code of Conduct” found on the league website prior to the start of the season.
12. Every team makes the playoffs. Wins = 2 pts, ties = 1 pt. Any ties in standings at the end of the regular season will be determined first by head to head record, then by fewest total runs allowed (by games played against tied teams), then by a coin toss. In the case of a three-way tie, the team with the best overall record in games played between the three teams will win the tie breaker followed by preceding tie breaker rules.

B. EBLL MAJOR LEAGUE BASEBALL GAME PLAY

1. It is the responsibility of all managers and coaches to be knowledgeable of and adhere to the pitching and playing rules for Major League Baseball Division as published in the “2019 Little League Baseball Official Regulations and Playing Rules”.
2. One coach must be responsible for maintaining & completing your teams’ scorebook, with special attention given to playing rule minimums and pitch counts.
3. All players present must be in a continuous batting order. All players must play at least 9 defensive outs (in a six inning game). If a player becomes ill, injured or needs to leave the game prior to a scheduled at-bat, his/her position in the batting order is skipped without penalty and batters continue in their regular order. A player who arrives late to the game shall be inserted at the end of the batting order. Noncompliance with this regulation will first result in a written warning to the offending coach. Every offense thereafter will result in a 1 game suspension of the coach, for each offense.
4. Managers may move players freely from one defensive position to another, but players must keep their same batting position order.
5. A game is considered complete & official if after 4 innings (3½ if home team is leading), for reasons of poor weather conditions, darkness, or mercy rule. Mercy Rule:
   1. If a team is leading by 10 or more runs by the completion of 4 full innings (3½ if home team is ahead), the game is considered complete & official. If the run differential reaches 10 or more in either the top of the 4th, 5th or 6th innings, the home team shall bat in the bottom of the respective inning. If the home team goes ahead by 10 or more runs at any point, from 4th inning on, the game is considered complete. No games will continue after mercy rule is reached. Games still tied after 8 innings of play will be considered complete, and a tie will be recorded for each team (1 point in the standings).
6. Once the ball is put into play, it is live, and play does not officially stop until the umpire calls “time out.”
7. A batter cannot advance to first base on a dropped third strike.
8. No leading off bases.
9. The runner may not leave the base until the ball crosses home plate.
10. Base runners may steal any base including home.
11. No head first slides other than BACK to a base. Any head first slides will result in an out being called by the umpire.
12. Runners must SLIDE or AVOID contact on any play being made to a base. Any contact between a runner & fielder as a result of a runner failing to slide, with the ball being thrown to the base in which the contact is made, will result with the umpire calling the runner out. Coaches should encourage players to slide if there is any question on a play coming to the base (including home plate, where incidental contact with a catcher can cause a run being taken away from the offensive team).
13. Pinch running will be allowed from the 4th inning on. One pinch runner per inning and no player may be pinch run for more than once a game. A pinch runner shall be any player other than the next four batters in the order.
14. A game may NOT be started without at least 9 players present & able to play on each team.
15. Little League pitching rules apply. Twelve & eleven year olds are allowed to pitch up to 85 pitches per game, with ten year olds up to 75 pitches per game. (A pitcher is allowed to finish the current batter once he reaches 75 or 85 pitches in a game)
    * If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
    * 51 - 65 or more pitches require three (3) calendar days rest.
    * 36 – 50 pitches require two (2) calendar days rest.
    * 21 – 35 pitches require one (1) calendar day rest.
    * 1-20 pitches require no calendar days rest before pitching again.
    1. Example: If a pitcher throws 50 pitches on Monday, his 2 calendar days rest would be Tuesday and Wednesday. So, he cannot pitch again until Thursday. EXCEPTION: If the pitcher’s coach declares “Last Batter” and the pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
16. A Pitcher that throws 41 or more pitches in a game CANNOT play the position of Catcher for the remainder of the day.
17. A player who plays the Catcher position for four (4) or more innings is not eligible to pitch for the remainder of the day.
18. There is no limit as to how many twelve year olds can pitch in a given week.
19. Noncompliance with pitch count rules will result in the same consequences as the minimum play rules, previously mentioned.
20. Pitchers with 2 hit batters in one inning or 3 hit batters in one game must be replaced as pitcher by a player currently in the field.
21. No curve balls are allowed. Pitches that the home plate umpire deems to be curveballs will be ruled a dead ball – and considered a ball. Three suspected pitches by the same pitcher in a game will require said pitcher to be removed from the mound.
22. No Balks shall be called.
23. Home Teams must report your games scores and pitch counts in a timely manner (preferably the night of the game). Scores and pitch counts can be recorded on the online form located on the League website.
24. Concussions:
    1. If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must, at a minimum, be removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/ provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:
       1. The league's adherence to its respective state/provincial/municipal laws.
       2. An evaluation and a written clearance from a physician or other accredited medical provider and
       3. Written acknowledgement of the parents
    2. If a player is suspected of having a concussion, notification must be made as soon as possible to the VP of Baseball.
25. If a player is injured during a practice or a game, the Coach must fill out and submit an Incident Report to the League Safety Officer. The Incident Report form is located on the league website.
26. Illegal Bats – it is the coach’s responsibility to inspect each of its player’s bats to ensure that it conforms to Little League Rules. If it determined that an illegal bat is used, the bat must be taken out of play immediately. All other Little League Rules apply to illegal bat use.
27. All Catchers must wear cups and catcher’s masks are required to have throat protectors.
28. East Bridgewater Little League is governed by Little League rules and regulations. This Ground Rule Document provides a general guideline for Little League rules. Any Other rules and regulations not included in this document can be found in the Official Little League Rule Book which is provided to every coach. Please bring to all games.

C. PITCH COUNT ADMINISTRATION

1. Head Coaches - please delegate the role of official score keeper to one of your assistant coaches as his/her only role….do not assign him/her both base coaching and score keeping responsibilities. It will make it easier if one individual becomes score keeper for all (or most) your games, as familiarity with the pitch count regulations will become easier to handle with repetition. We will use a ball/strike grid scorebook.
2. Please note all pitches (strikes/balls) with a dot inside the grids, and outside the strike grid if necessary for two strike fouls. After each at-bat, finalize your pitch count for the particular batter, not forgetting to include the ball hit or put into play (or the K, of BB), and write that number inside the scorebook grid for that particular player. At the end of the inning, add all batters pitch counts up and notate that number at the bottom of scorebook for the inning.
3. After EACH half inning, reconcile your count with opposing scorekeepers count. If the two scorers are off, try to reconcile batter by batter. If a resolution cannot be reached, take the average of the two counts. After the second and successive innings, notate the pitch count for the inning, and place the cumulative number total below it. Please do not forget to reconcile the final inning after the game is complete.
4. Once the pitcher comes close to his maximum pitches, notify the head coach of the approaching number. If the maximum is reached during an at-bat, the pitcher is allowed to finish pitching to that particular batter. Note: Warm-up pitches do not count. Intentional walks are considered pitches.

EBLL Key Contacts - 2021

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